Facts in Five Master Score Pad

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And while you're at it, why not consider these other fine Leisure Time Bookcase games with the same intellectual appeal as Facts in Five.

Acquire

Now published worldwide in different languages, Acquire presents high adventure in the world of finance. You're investing in hotels, trying to wheel and deal yourself into great wealth. Object is to form hotel chains by shrewdly buying up stock at the right time. Decisions involve when to merge and when to expand. Cash flow becomes a problem, as do the strategies of your opponents who seek to block your strategies. Because it is a great game of inter-player relationships, Acquire has stood the test of time and still is among the best selling finance games of all time. Average playing time is only 1 ¼ hours; for 2 to 6 players teen thru adult.

Twixt

Here's the first bookshelf game ever published, and still as popular as when first introduced back in the 60's. An ingenious strategy game for 2; as stimulating as chess. Each player tries to connect his borders with an uninterrupted chain of linked pegs before his rival can do the same. A variant allows four persons to play in teams. Average playing time is 30 minutes; rules only take 2 minutes to digest for a game that takes a lifetime to master.

Feudal

The game of siege and conquest. The exciting medieval war game, combines military strategy with chess-like moves as the armies of two feudal Kings battle to the death. Each army is secretly deployed, making every game different and challenging. The rough and mountainous terrain can aid or hamper attempts to thwart the enemy or lay siege to their castle. Average playing time: 1 hour, for 2 to 6 players. teens thru adults.

Point of Law

An exciting game of involvement, logic and decision-making. You are the judge and jury! Will you declare the "Feral Financier" a public nuisance? Can the "Mixed-Up Marriage" be annulled? Was the "Midnight Murder" really murder? Many interesting and engrossing discussions—and an occasional laugh or two—result as players use logic and intuition in reaching their decisons. Features 100 actual courtroom dramas and decisions from out of the past. Average playing time: 2 hours, a highly entertaining game for any number of players, adults and teens.

Bali

A great little card game that's stood the test of time. It's a lot like scrabble. Except, there is no playing board. Outstanding as a 2-player game, it works well solitaire. Instead of letter tiles, you get playing cards containing letters and their numerical value—in type large enough for all tired eyes to see. Score is based on letter point values; the longer the words the higher the point count. Bali has been around almost as long as scrabble, enjoying an almost cult-like fascination among devotees of word type games.

Deluxe Trippples

Introduced in 1976, this simple-looking game of logic fooled everyone. That's because it takes hundreds of hours to master the nuances yet only 1 minute to learn. It seems almost too simple to be a game. The game features plastic tiles each marked with three arrows. Tiles lay out flat and form the playing board. Players must move their piece from one tile to an adjacent one. These arrows determine the only three directions you can move to. Each player's move, however, is somewhat dictated by his opponent in that an opponent's move forces you onto a tile from which you can only go in three directions. It is think and double-think! Winner is the first person who has forced his opponent onto a tile which forces him onto the home tile. Deluxe version includes polished wooden tiles.

Book of Lists

The board game hit of '79! That's because the game is based on the #1 best selling book of the same name. In fact, many of the same "lists" in the book appear in the game. Lists such as *"worst human fears," "famous men who died virgins," "big corporations that don't pay taxes,"* hundreds more. These lists appear on playing cards in which their order of importance is scrambled. Object is for players to determine proper order of facts for each category. While knowledge recall is an advantage, a bit of poker bluffing helps immeasurably in the game where strategy and interplay relationships reign supreme.

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THE AVALON HILL GAME COMPANY

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